

# CAESARS PALACE



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LICENSED BY

**Nintendo**

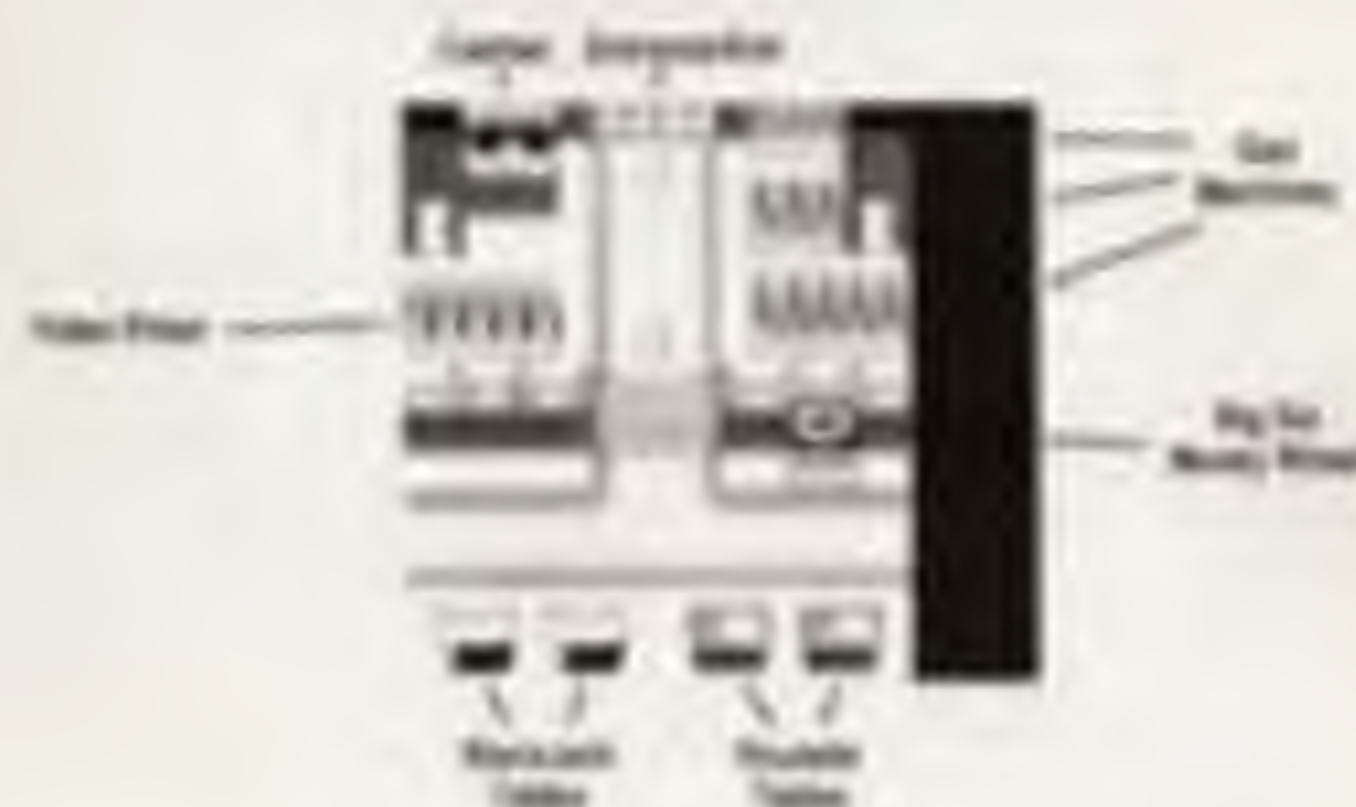
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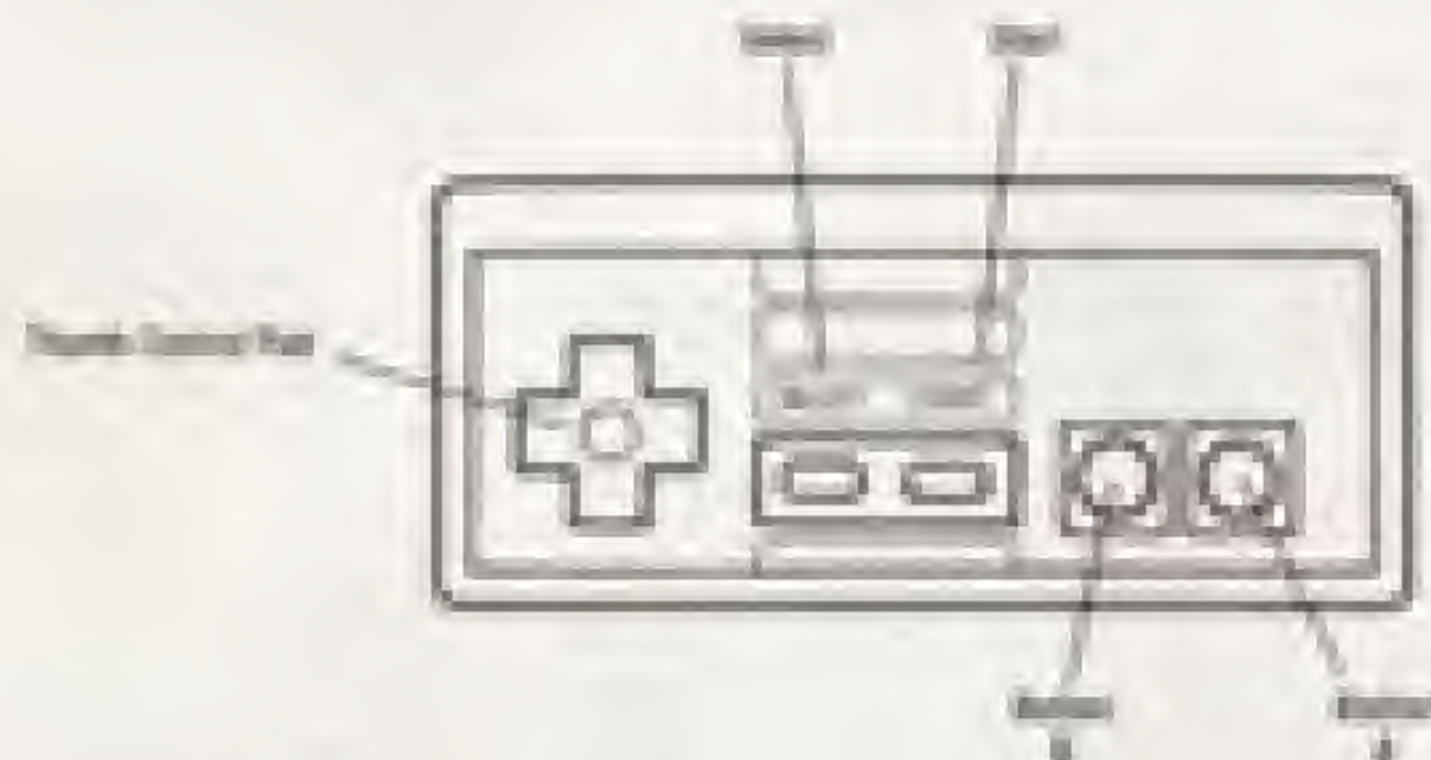
"This official seal is your assurance that Nintendo<sup>SM</sup> has selected the product and that it has met its standards for excellence in engineering, quality and entertainment value. Always look for the seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System<sup>SM</sup>!"

## CAESARS PALACE Video Game Console

Welcome to the CAESARS PALACE Video Game Console, a great environment that will immerse you with unparalleled excitement and challenge your every skill with games of chance. Good luck and enjoy the game!



## CONTROLS



## CONTROLS

**MOVE CONTROL PAD** - MOVES THE TRAINS AROUND THE TRACKS TO MOVE THE POINTER AROUND THE SCREEN.

**A BUTTON** - PRESS ON THE A BUTTON TO SELECT WHATEVER THE POINTER IS POINTING TO.

**B BUTTON** - AFTER YOU HAVE PLACED YOUR BITS AND BEFORE YOU HAVE MADE ANY OTHER MOVES (SUCH AS TO CHANGE THE TRAIN OR TO CHANGE ON THE LEFT MACHINE HANDLE) PRESS THE B BUTTON TO CANCEL YOUR BITS.

**SELECT** - PRESS TO RETURN TO THE MAIN MENU SCREEN. PRESSING SELECT WILL NOT RETURN YOU TO THE MAIN MENU SCREEN IF YOU ARE POINT TO THE MIDDLE OF GAMEPLAY.

**START** - PRESS THE GAME IN ALL THE EVENTS AND DISPLAYS A CHECK INDICATING HOW MUCH MONEY YOU HAVE. ALLOWS YOU TO SEE THE TOTAL AMOUNT YOU HAVE BITS ON A PARTICULAR BOARD OR IN AN OTHER BOARD HAVE PLACED YOUR BITS AND BEFORE YOU HAVE MADE ANY OTHER MOVES (SUCH AS TO CHANGE ON 'TRAIN' OR TO CHANGE ON THE LEFT MACHINE HANDLE).



## GETTING STARTED

Press any button located at the top of the console. After several fan noises, you will be able to move around in the virtual game world of the console by moving up, down, left or right.

## VIDEO POWER

### HOW TO PLAY VIDEO POWER

The video game machines are located in the upper left corner of the game. When the pointer is the location of your choice (there are 51, 52, 53 and 54) video game machines) and press the A button. The machines that accept the selected denomination are shown in the video.

## AT THE PLAYING SCREEN



**TO GET:** Press the A button by dragging down in the pad (the mouse pad) under the B amount of the machine on the right side. The number of coins you have left is displayed in the upper right corner. Keep pressing on the B button until you have lost the desired number of coins. The machines will automatically begin loading when you have reached the maximum amount of the video.

If you want to cancel your bet on video power, you must press the B button before you have lost the maximum amount of the video.

**THE DEAL:** Once you have placed your bet, move the pointer to the DEAL button and press B. You will be dealt 5 cards. If you would like to replace some or all of your cards, move the pointer to the button below the card you wish to discard and press A. If you decide to keep a card you have discarded, press A on the button (except the card). Press A when the pointer is resting on the DEAL button to receive more cards. Before you press the DEAL button, examine the cards you have chosen to discard.

**TO WIN:** You must have one of the following hands to win in Video Poker:

## RANK OF VIDEO POKER HANDS

The following are the comparative hand values in video Poker. They are listed in order from highest ranking hand to lowest ranking hand:

1. **Five High** - They consist any five cards of the same rank, lowest is 5-high.
2. **Two Pairs** - Two hands, two cards of any one rank, plus two cards of a different rank.
3. **Three of a Kind** - They consist three cards of the same rank.
4. **Straight** - Any five cards in sequence that are all of the same suit make a straight.
5. **Flush** - Any five cards with the same suit constitute a flush.
6. **Full House** - Three of a kind and a pair make a full house.
7. **Four of a Kind** - This requires any four cards of the same rank.
8. **Straight Flush** - Five cards in sequence in the same suit constitute a straight flush.
9. **Royal Flush** - The top five cards in sequence in the same suit (A, K, Q, J, 10). These cards may appear in any order on your screen.

## WINNING

When you hold a winning hand, you will see your money fall into the cash tray. If you don't want to watch all of your new found money accumulated, press the 4 button. When you are ready to play a new hand or you may wish to the cash tray by pressing (Cash).

## TO START A NEW HAND

The last hand you have played will remain on the screen until you press the 4 button. The screen will show that you that hand results.

## VIDEO POKER PAYOUT TABLE

TYPE OF HAND	1 COIN	2 COINS	3 COINS	4 COINS	5 COINS
One Pair (Lowest is 5-high)	1	2	3	4	5
Two Pairs	3	6	9	12	15
Three of a Kind	3	6	9	12	15
Straight	4	8	12	16	20
Flush	5	10	15	20	25
Full House	6	12	18	24	30
Four of a Kind	25	50	75	100	125
Straight Flush	50	100	150	200	250
Royal Flush	250	500	750	1000	1250



## SLOT MACHINES

In 1887, American inventor Charles Fey made the first slot machine in a small machine shop in San Francisco. Called the Liberty Bell, the first slot machine was manufactured by Fey and contained three wheels with symbols: diamonds, spades, bells, horseshoes and stars printed on them. The machines were an immediate success and are now found in all parts of the world.

### HOW TO PLAY THE SLOT MACHINES

If you want to try your luck at the slot machine, push the lever in the upper right-hand corner of the cabinet. Move the pointer to the maximum of your choice (there are 01, 05, 10, 20, 30, and 50) and push the button in front of the machine to start the game.

### AT THE PLAYING SCREEN

When the pointer is in the slot and you push the button, as many coins will be the maximum of the game. Push the button in the slot and push the button in front of the machine to start the game.

### PAID OUT

Look up to the top of the cabinet to see a display of lights for the payment of various symbols. If the symbols showing horizontally on the panel match when the reels stop, you are a winner. Congratulations, you will be paid the correct number of coins.

## TYPES OF MACHINES

There are two types of 3-reel machines and one type of 4-reel.



**THE REEL OF COINS.** This is a machine that has three reels. It offers more payouts than the other machines. All the payouts are to the player.

**REEL OF COINS.** This is a 3-reel machine that offers you a game of chance and chance. The payouts are to the player and the machine. All the payouts are to the player.

**THE REEL OF COINS.** This is a 4-reel machine that offers you a game of chance and chance. The payouts are to the player and the machine. All the payouts are to the player.

- push the lever and your pointer is in the slot.
- push the button and your pointer is in the slot.
- push the button and your pointer is in the slot.

The amount of money that can be paid is equal to the number of coins in the slot machine.





**EXTRA BONUS OF FORTUNE.** This is a special feature that occurs during play. Each winning combination increases the size of your jackpot. After a certain amount of time, the jackpot is reset for your next play. You can win the progressive jackpot if you hit all three reels.

**TO WIN THE JACKPOT.** Check the reels have stopped and you have won a bet, you may press a button the jackpot is on the reel and is won the jackpot for the next spin.

**TO PLAY.** Press the button when the reels have stopped spinning to win you have to the next spin.

## CHIP TRAYS



When you play the slot machine, you will use a chip tray to hold your bets and to make your bets change.

Each chip tray has 5 columns of \$100, \$50, \$25, \$10 and \$5 chips and each column can hold 10 chips.

You can have up to 10 chips of each denomination in your chip tray. If you have more than 10 \$100 chips, you will not be able to use all of them in that denomination column in the slot tray. If you have more than 10 \$5 chips, you will use them first to decrease from that column.

### A WORD ABOUT WINNING

If you win when playing the slot machine, the money amount of the win is the amount of the bet along with the amount of the bet, you have won for that spin. The amount that is winning does not include the amount of your bet for that spin, which is also returned to you.



## HOW TO PLAY CRAPS

If you roll an 11 or 12, these are the points you go to the 11, 12 or 120 columns and press the 1 button when the number is rolling on the table of your choice. When you make a bet, attention is the rest of your game, move the marker back to the 11 column and press 1 again. If you have made a bet that you will not roll 11, you will not have the 11 chips. If you have made a bet that you will roll 11, you will not have the 11 chips until you roll.

2. If you roll, you may also have one of your 11 chips over to one of the 110 columns and press 1. This will change one of your 11 chips into one 110 chip, assuming you had at least 11 11 chips.



### TO DISPLAY YOUR MARKETS

On the left side of the table there is a marker of a stick. When the number of the roll of the stick and press 1, they will give you money depending on the bet that you are making. Press 1 again to return to your bet.

If you prefer, you may also press 1, 110 to display the stick.

## BLACKJACK

Blackjack is the casino's most popular card game. The game was adapted from a version of the French game called vingt-et-un.

The object of the game is to have the total point value of the cards that you receive be just below or equal to the Dealer's hand without going over 21. If you go over 21 or "bust", you automatically lose your bet. The Dealer automatically has your hand. Picture cards (Jack, Queen or King) count as 10. Aces count as either 1 or 11, whichever you choose. All other cards (2, 3, 4, 5, 6, 7, 8, 9, 10) count as their value.

When you place your bet, the Dealer starts the game by dealing you two cards and himself two cards. If you feel you need additional cards to beat the Dealer, you may take a "hit" and receive another card. There is no limit to how many "hits" you can take as long as you don't "bust" (go over 21). What you are entitled with your hand, you will indicate to the Dealer that you will "stand" or not receive any more cards. The Dealer will then check his cards. The Dealer must have a hand on the point total of 16 or less and stand on any point total of 17 or more. If your hand total 21 or less and the Dealer's hand total is over 21, you win. If the Dealer gets closer to 21 than you without going over, the Dealer wins.

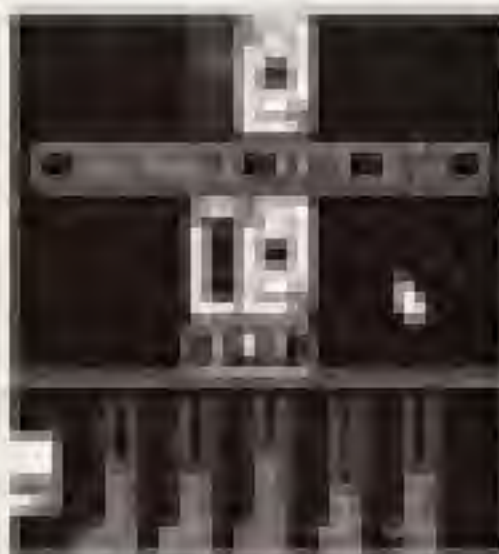
When your hand totals the value of the Dealer's, the hand will be a "push" (you neither win nor lose) and your bet will be returned to you.

### HOW TO PLAY BLACKJACK

The way blackjack tables are located in the house will depend on the casino. Watch your bet when the game is the rest of your money and press the 1 button.



## AT THE PLAYING SCREEN:



**THE BET.** Place the amount on top of one of the chips you wish to bet into the window to make the bet you want to bet on. The BET square and press A to release the chip. Repeating the A action will automatically move as many chips of the same dollar value as the chip you chose initially, placing it on the BET square. Making more than 2 buttons will move the chips up three squares, or "back" (more) your bet. For example, if you make a 10 chip bet on the BET square and press A five times, you will increase your bet to five 10 chips.

**THE DEAL.** When you are satisfied with the amount you bet, hit the button the pointer is on the table (D) where the word "deal" is flashing and press A. The Dealer will then deal you two cards.

**TO HIT.** After you have received your two cards, you may wish to take a "hit" or "stand". If you would like another card, press the H button to the right of your hand where the word "hit" is flashing from the pointer, and press A to release as many additional cards as you want. Remember, one card is dealt at a time (H) as indicated without going over. If you do take any over 21, the Dealer will take your bet. Two cards will appear on the screen and play your H to stop the deal flow.

**TO STAND.** Whenever you are satisfied with the amount of any hand, press the pointer to the BET square where the word "stand" is flashing and press A.

**BE BACKLASH.** If your total two cards total 21 (any Ace with a 10, Jack, Queen, or King), you have a Backlash of a "natural". If both you and the Dealer have Backlash, it's a "push" or "stand". A Dealer's Backlash has cost your bet at 21 (any 2 Player's three card total total of 21). A winning Backlash is paid 3 to 2 (or 1.5 times the amount of your bet).

**SPLITTING PAIRS.** If your two face cards have the same numerical value, you may split them into two hands. You may then add any bet of the following two face cards: 10, J, Q, K. Only after the first hand is played and completed may you play on the second hand. If the split cost was \$100, you are limited to a one card bet on each hand. When you split a pair, a 10 percent part of the amount of your original bet only and not 1.5 times your bet.

**TO SPLIT A PAIR.** If you would like to split a pair, press the pointer to where the word "split" is flashing on the right side of the screen and press the H button. The bet on the second hand will automatically be placed and it equals to the original bet.

**DOUBLE DOWN.** When your two face cards total 10 or 11, the word "double" will flash on the left side of the screen, where the flashing "double" appears, you may wish to double an additional amount equal to the value of your original bet.

When you double down, you are allowed to draw only one additional card.

**TO DOUBLE DOWN.** If you would like to double down, press the pointer to the "double" square and press the H button.

**INSURANCE.** If the Dealer's face up card is an Ace, you may want to take insurance after the initial deal. The insurance bet is a wager that the Dealer has a BlackJack. In other words, you are betting that the Dealer's two card hand will be a 10, Jack, Queen, or King. If all else you lose half of your original bet to buy insurance. If the Dealer has a BlackJack, your original bet and your insurance bet will be returned to you. Insurance bets pay 2 to 1. If the Dealer has a BlackJack, the Ace is of great importance. If the Dealer doesn't have a BlackJack, he will lose your insurance bet and you will play out your hand as usual, hitting or standing, as you wish.



**TO BUY INSURANCE:** Move the pointer to the **BUY INSURANCE** box at the top of the screen and press the **A** button.

**TO START A NEW DEAL:** At the end of each hand, the cards will return to the screen for you to examine. After you have studied the hand, press **A** anywhere on the card table. Now you are ready to begin betting on the next hand.

**TO BET:** You may bet on the next round first after your hand has been played by pressing **DOWN**.

**MAXIMUM BET:** The maximum bet on Blackjack is \$10,000 or \$20,000 if you opt your hand as **Double Down** on your bet.

## THE HOT SIX MONEY WHEEL

This wheel is the Wheel of Fortune or Hot Money Wheel. This is an easy game to play. The wheel has 36 numbers on it.

How do you play? Simply place a bet on the number or slot of the wheel. These bets correspond to the numbers on the wheel and indicate the amount you bet. You may be able to bet the wheel is open. Bets are paid off immediately after the wheel stops on a number. If that number is the one you bet your money on, you win a bonus. The higher the bet, the larger the bonus.

### HOW TO PLAY THE HOT SIX MONEY WHEEL

The **WHEEL** button is located in the middle of the screen above the **DOWN** button.

### AT THE PLAYING SCREEN

**TO BET:** Move the pointer to the number that has the chips you wish to bet. When the pointer is resting on a slot, press **A**. Move the pointer with the chip attached to it to the slot of the wheel. You may bet the wheel and stop on. Once you have positioned a chip on the wheel you wish to bet on, press **A** to release the chip. By pressing the **A** button will release the amount of money bet on the wheel. The **WHEEL** button will spin the wheel and reveal the number you bet on. You may press **A** to stop the wheel at any time. The wheel will stop on a number. As long as you have the money to bet on





**REPORTS:** Here is an example of how the game is won. If you are betting a \$1 chip on the left side, and the wheel comes up 27, you will win 28 \$1 chips. If you bet more than \$1 on a single value and you win, you will get your bet multiplied by the dollar value you wagered on as well as your original bet returned. For example, if you bet \$5 on the left side of the table, and the ball comes around on the wheel, you would win (5x28) a \$140 plus your original \$5 bet.

**THE ZERO AND DOUBLE ZERO:** When the pointer is the very top of the wheel and points the 0 (zero) on the bottom of the wheel is what is spinning.

**EUROPEAN BET:** The most common bet on any table has including the "EUROPEAN" and "ZERO" bets is \$100.

## ROULETTE

Roulette can be traced back to ancient Greece when soldiers would spin their wheels on the ground at their encamps and then bet on where they would stop. And in Roman times, Caesar played on a wheel wheel that he had invented at the gaming resort of his estate. The game as we know it today is of French origin and dates from the early 18th century.

Roulette is an engaging game that is played throughout the world. The large profits that are possible for small wagers always stimulated the interest of the public as well as the crown's pockets.

The diagram indicates the profits for single chip bets and the many combinations available to you.

## TYPES OF BETS AND PAYOUTS:



- A. Single number bet pays 36 to 1.  
Also called "straight up".
- B. Double number bet returning 18 to 1.  
Also called a "split".
- C. Three number bet pays 12 to 1.
- D. Four number bet pays 8 to 1.  
Also called a "corner bet".
- E. Five number bet pays 6 to 1.  
Only one specific bet area.  
Includes the following numbers: 0, 00, 1, 2, 3.
- F. Six number bet pays 5 to 1.  
Examples: 1, 2, 3, 4, 5, 6; 11, 12, 13, 14, 15, 16.
- G. Column bet (12 numbers) is a long-term bet.  
pays 2 to 1.
- H. Tenth number or dozens (the 2nd, 3rd, 4th dozen) pays 2 to 1.
- I. All bets placed on the numbers on the bottom (1, 14, 29, 32, 35, 36) are high odds bets.



## HOW TO PLAY ROULETTE

The red Roulette wheel can be found near the bank, in the lower right corner of the casino.

There are 38 positions on the wheel, including the numbers 1-36 as well as a 0 and 00. Half of the numbers 1-36 are dark and half are light. Each spin of the wheel provides a multitude of options for the player. A player may bet on single numbers, rows of numbers or adjacent numbers. A player may also play odd or even numbers, or light or dark numbers. A bet on a single number pays 35 to 1, including 0 and 00. Write the other numbers on the wheel. The 0 and 00 don't count as being light or dark, odd or even. Bet on the light and dark, odd or even (pay back 1 to 1 on even money).

**TO BET:** Move the marker to the edge of your chips and press the A button. Once the chip is attached to the end of the marker, place your bet on the Roulette table and, when you have the chip positioned where you bet, press the A button. Right after you have placed your chip on the Roulette table, you may repress the A button if you would like to increase the amount of chips chips on that position but be sure that the A button is "auto-repeat". I think the keypad is set now to increase your chips for each possible bet. They may press up to eight bets per each spin of the Roulette wheel. After you have placed your bets, the wheel will start spinning automatically.

If you would like to place a bet on the right side of the table, move the marker to the right side of the screen and continue betting near the right screen until the position you would like to bet on is visible.

**TO PLAY roulette:** Press the A button to start the table and then follow the above instructions for betting and spinning the Roulette wheel.

**TO BET:** Once the wheel has stopped spinning and the Dealer has indicated the losing bets and paid out the winning ones, you may press Return to take you back to the main casino floor.

**MAXIMUM BET:** For each spin of the wheel, you may place up to 100 chips. There are allowed to bet a maximum of \$1,000 for each bet placed.

**TO OPEN THE WHEEL:** After you have placed all of your bets, move your marker upstream of the Roulette wheel table on the left side of the table. Press the A button to start the wheel spinning.

Once the wheel has stopped spinning, the screen will scroll to the right and you will see the Dealer take away all the losing bets. The screen will then scroll back to the left, showing all the winning bets. If there are any



## Credits for [CANTARY PALACE] for the Game Boy

**PROGRAMMER**      Leonard F. [unreadable]

**ARTIST**             George [unreadable]

**COMPOSER**         Steve [unreadable]

**PROJECT MANAGER**      David [unreadable] [unreadable]

**PROJECT MANAGER FOR  
THIS GAME**            Eric [unreadable]

**EXECUTIVE PRODUCERS**      Dr. Stephen [unreadable] and Paul [unreadable]

**ORIGINAL GAME DESIGN**      Ed [unreadable]

**DESIGNED BY**         Lee [unreadable]

**QUALITY ASSURANCE BY**      Jason [unreadable], Andy [unreadable], Brad [unreadable], Barry [unreadable], Tim [unreadable]  
and Matt [unreadable]

**SPECIAL THANKS TO:**      [unreadable], [unreadable] and Cindy [unreadable] of [unreadable] [unreadable]  
[unreadable], Inc.

## HIGH SCORE CARD

Place Name & your score here

Rank	Game Name	Score



### HIGH SCORE CARD

Score 1-100 for each section below

Date	Class Number	Score

### WARNING

READ BEFORE USING YOUR NEW SPECTRA 1000, OR SPECTRA 1000 PRO

A very small portion of the population may experience allergic reactions when viewing certain types of lighting lights or systems that are commonly present in our daily environment. These persons may experience adverse effects including some kinds of discomfort, dizziness or blurry vision when viewing lighting systems exposed to the UVA, near UVA and blue light systems. Persons who have not had any medical history of discomfort have an unproven genetic condition. Consult your physician before viewing these lights if you have an unproven condition. Consult your physician if you experience any of the following symptoms when viewing these lights: dizziness, blurry vision, headache, eye irritation, tearing, or discomfort. Use of equipment of this technology should be done with caution.



## WARNING

DO NOT USE WITH OTHER GAS BURNING APPLIANCES TO

Do not use a front or rear propane burner with your Automatic Dishwasher System™ (ADS) or Super Automatic Dishwasher System™ (Super ADS™) or any ADS™ or Super ADS™ burner. Your propane burner system may be permanently damaged if used together with another burner system or burner on your propane network. Serious damage may occur if you place a burner burner on back or front. If you use any propane burner with ADS or Super ADS burner, neither ADS™ nor any of ADS™'s burners will be liable for any damage. The burner is not covered by a defect in the ADS, Super ADS, ADS burner or Super ADS burner. Other kind of burning might may cause some damage to a propane network. Please contact your TV manufacturer for further information.

## COMPLIANCE WITH FCC REGULATIONS

This FCC class, changes or modifications to this product are necessary approved by the manufacturer and the user's ability to operate the product. This product generates and uses radio frequency energy and it is labeled and used in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This product complies with the limits for a Class B radiating device in accordance with the specifications of Section J of Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference when operated in a residential environment. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause interference to radio or television reception, which can be determined by turning the product off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Increase the distance between the receiver and the transmitter
- Move the receiver away from the transmitter
- Plug the ADS adapter into the Control Deck into a different outlet on the Control Deck and receiver and the affected outlet.

Additionally, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20540, under the title FCC-4.



**WARRANTY**

THE COMPANY warrants to the original purchaser of this product that the product is free from defects in material and workmanship for a period of one year from the date of purchase. The COMPANY shall not be liable for any damages or expenses of any kind resulting from use of the product or from any defect in the product, except as to the extent of the purchase price of the product.

The warranty is not applicable to damage caused by fire, flood, theft, or other causes beyond the control of the COMPANY. The warranty is not applicable to damage caused by misuse, neglect, or improper installation, or to damage caused by any other cause not mentioned herein. The COMPANY shall not be liable for any damages or expenses of any kind resulting from use of the product or from any defect in the product, except as to the extent of the purchase price of the product.

Some states do not allow limitations on how long an implied warranty lasts, so this limitation may not apply to you. The warranty gives you specific rights, and you may also have other rights which vary from state to state.